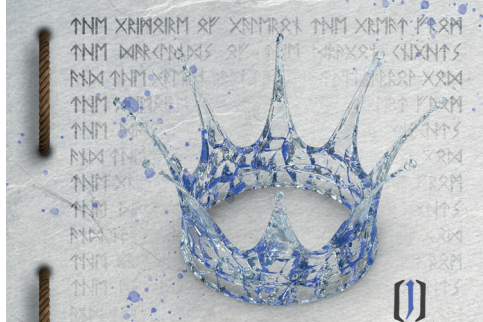


I, Galeron, once of the King's retinue and knighted by the Earl of the Golden Lands, do surrender to the great fiend within my estate's walls. I shall serve her and no other for all eternity. I shall serve her until the crimson waves cover all and the cosmos burns above with my master's unholy Disage. In return, I have been promised the magics of old, and shall study and learn of strange spells in order to further my master's mission. This I swear, in oath and blood.

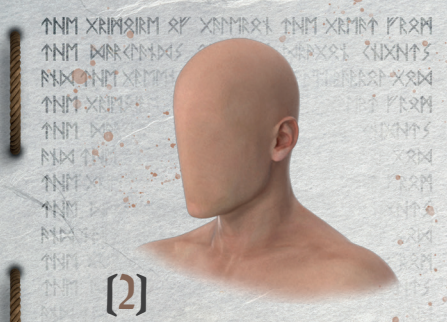
Lord Galeron



the Queen's Sorrow

Touching a single metal object will transform it into fragile, blue ice...

Effect: Metal Object Touched
Cost: Causes Immense Sorrow
Renew: Bathe under Moonlight



False Countenance

You become faceless, relying only on your hearing to guide you...

Effect: The Caster - 5 Minutes
Cost: Loss of Three Senses
Renew: Three Day's Time



Swift Rot

All food in the area begins to decay, growing mold and attracting flies...

Effect: All Food within 30 feet
Cost: A Foul Stench follows you
Renew: Good Meal & a Hot Bath



Blood Dust

Turns blood to powder. Whoever consumes the Blood Dust must obey the caster in a single task. A cup of the caster's own blood is needed.

Effect: Target who Consumes
Cost: Briefly Weakens Caster
Renew: Drink Unholy Wine



Hidden Lineage

If your line can be traced to any royalty, all common-folk nearby will be magically forced to bow.

Effect: Peasants within 60 feet
Cost: Causes bouts of Vanity
Renew: Sit in a Seat of Power



Winged Helm

A helm sprouts wings and flies to where its caster points... Strap in!

Effect: Single Helm, fly 60 feet
Cost: Become very Lightheaded
Renew: Take a Blow to the Head



Roll Your Eye (7)

You can see through a creature's detached eyeball for a short time...

Effect: Eyeball - 30 Seconds

Cost: Blurry Vision for a Day

Renew: Consume an Eyeball



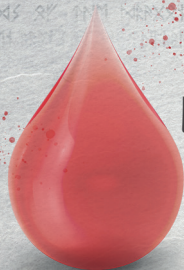
Ethereal Arrow (10)

Loose ethereal arrows from a bow. Can only hit inanimate objects...

Effect: Inanimate Target

Cost: Great Pain in the Fingers

Renew: N/A - Infinite Spell



Ruby of Blood (13)

A drop of the caster's blood turns into a ruby before it hits the floor...

Effect: Droplet - Indefinitely

Cost: Sacrificial Nightmares

Renew: Sacrifice an Animal



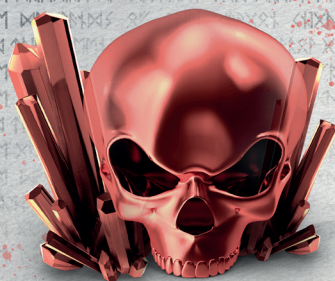
a Round of Slime (8)

All beverages in the area turn into a pungent, thick, green slime...

Effect: Beverages within 30 feet

Cost: Become very Nauseous

Renew: Buy a Beggar a Drink



Crystallisation (11)

A small object crystallises and clings to the surface it rests on...

Effect: Single Object - 4 hours

Cost: Crystalline Fingertips

Renew: Kiss a Natural Crystal



Sing the Note (14)

Written text will be sung aloud in a beautiful, ethereal voice...

Effect: Document/Text - Once

Cost: Voice Lingers in the Mind

Renew: Burn Important letter



Melting Point (9)

All golden items in the area are liquidized, though are not hot...

Effect: All Gold within 30 feet

Cost: Overwhelmed by Greed

Renew: Give up an Item of Value



Invisible Skin (12)

Except for their skeleton, the caster becomes entirely invisible...

Effect: Caster's Skin - 2 hours

Cost: Diseased Skin for a Week

Renew: Seven Day's Time

(15)



Materialise Comet

A comet streaks across the sky, leaving a trail of fire and smoke...

Effect: Sky, Create Comet

Cost: Visions of a Dark Crater

Renew: Spot a Shooting Star



Masquerade [16]

A magical mask appears upon your face for the entire evening...

Effect: Caster, a Single Evening

Cost: Allies don't recognise you

Renew: Wash Face in Holy Water



[19]

Thornp Bloom

Grow a single rose from your palm. The rose can be plucked, though the thorns cause bleeding...

Effect: Caster's Palm

Cost: Pain in Hand, Bleeding

Renew: Gift a Rose to a Lover



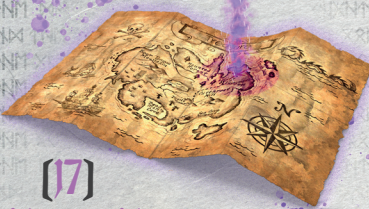
Celestial Orb [22]

An orb appears before the caster. It magnetically draws magical items...

Effect: Magical Items - 20 feet

Cost: Visions of a Cosmic God

Renew: Bleed Beneath the Stars



[17]

Map Marker

Magical marker shows your company's most desired location...

Effect: A World Map

Cost: Lose Sense of Direction

Renew: Drink a Vial of Ink



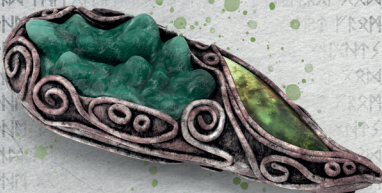
Golden Goose [20]

Transform wilderness nest eggs into solid gold for a time...

Effect: Eggs in a Nest - 2 days

Cost: Birds will Attack Caster

Renew: Save a Winged Creature



[23]

the Forest Shard

When in deep forest, summon an age old tool to guide the way with light...

Effect: Summon Shard - 1 hour

Cost: Draws Forest Dwellers

Renew: Climb above the Canopy



[18]

Behemoth's Brush

Conjure a giant brush that, when used, creates a portal to a town...

Effect: Surface, Single Portal

Cost: A Behemoth Hunts You

Renew: Slay Behemoth's Minion



[21]

Faux Fairy

Conjure an illusory fairy who will frantically dart about the area...

Effect: Illusion - 5 minutes

Cost: Uncontrollable Giggles

Renew: Consume Fairy Dust



The Piper [24]

All rats within a mile's radius will be drawn to your location...

Effect: All Rats - 1 mile

Cost: Causes Sickness

Renew: Consume Cat Meat



Root-talk (25)

Targeted small plant becomes sentient and can talk for a time...

Effect: Small Plant - 2 minutes

Cost: Leaves Grow from Skin

Renew: Plant and Water a Seed



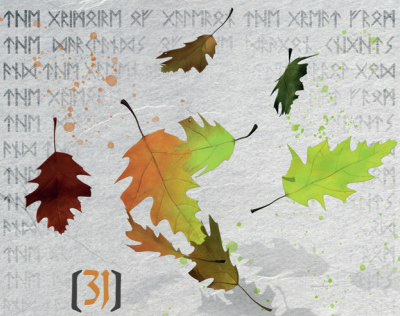
Cosmic Horizon (28)

An unreachable, crystal pyramid appears on the distant horizon...

Effect: Horizon - 2 days

Cost: Dark Cosmic Nightmares

Renew: Pray to a Forgotten God



(31)

Seasons Change

Choose a season, and the world will alter for a five mile radius...

Effect: Landscape - 5 miles

Cost: Visions of Always Winter

Renew: Meditate atop a Peak



Erasure (26)

Erase all text from a single artefact for an entire day...

Effect: Single Text - 1 day

Cost: Cannot Read for a Day

Renew: Read a Large Tome



(29)

Aquamarines

Cupping a handful of seawater and casting this spell will turn the water into temporary aquamarine gems...

Effect: Saltwater - 1 day

Cost: Extreme Thirst

Renew: Eat a Tablespoon of Salt



Corpse Talk (32)

A corpse will repeat the last sentence it uttered in life...

Effect: Corpse - Once

Cost: Smell like Death for a Day

Renew: Bury a Deceased Ally



Spirit Window (27)

Morph a section of stone wall into a 5 feet, circular, glassless window...

Effect: Stone Wall - 10 minutes

Cost: A Ghost now Haunts You

Renew: Climb up to a Window



Wax Sight (30)

All unlit candlewicks within the area spark and are set aflame...

Effect: Candles - 30 feet

Cost: 50% Chance Hair Ignites

Renew: Rest Beside Open Fire



Cause Terrible Rust (33)

All metal within reach becomes terribly rusted and brittle...

Effect: Metal - 5 feet

Cost: Caster's Metal Effected

Renew: Find Rusty Loot



Wither & Wilt [34]

Plant-life within the area, except taller trees, withers and dies...

Effect: Plant-life - 30 feet

Cost: Nature Spirits Angered

Renew: Sleep in a Forest Grove



[37]

Osseous Warmth

A skeleton, bone or skull begins to emanate warmth and a red glow...

Effect: Bone - 30 minutes

Cost: Symbol Burns onto Hand

Renew: Dance on Hot Coals



[40]

Knock, Knock!

All doors within the area are magically knocked upon...

Effect: Doors - 30 feet

Cost: Hear Knocking at Night

Renew: Enter a Door of Bone



Tent Terrors [35]

All those in nearby tents witness visions of shadowed terrors...

Effect: Tent Dwellers - 60 feet

Cost: You Lose Your Shadow

Renew: Kill an Unholy Enemy



[38]

Enchant Compass

The compass will now only work when held by the caster...

Effect: Compass - Indefinitely

Cost: Obsession with the Ocean

Renew: N/A - Infinite Spell



[41]

Arcane Hatch

All eggs within the area will successfully hatch...

Effect: Eggs - 30 feet

Cost: Attracts Winged Beasts

Renew: Eat 30 Eggs Over Time



[36]

Way of the Wind

Change the direction of the wind. The wind's strength is not affected...

Effect: Wind Direction - 1 day

Cost: Lose Voice for one hour

Renew: Build and Fly a Kite



[39]

Planar Frog

Summon a small planar frog who will hop along and follow you...

Effect: Frog - Until Squished

Cost: You get the Croaks

Renew: Bathe in a Lily Pond



[42]

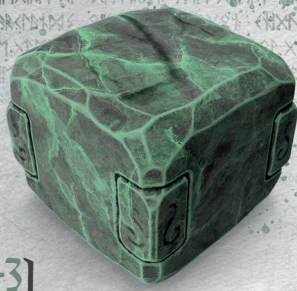
Shield Float

A single shield will float and be unable to pass beneath water...

Effect: Shield Touched

Cost: Shields Become Heavier

Renew: Split a Shield in Combat



[43]

Conjure Cube

Conjure and maneuver a heavy stone 5ft cube into place...

Effect: Cube lasts Indefinitely

Cost: Feel Extremely Weak

Renew: Carve a Small Stone Idol



[46]

Serpent Snowball

Bind an arcane serpent to a ball of ice or snow. It will never melt...

Effect: Ice/ Snow - Reversible

Cost: Crave Colder Climates

Renew: Reverse Spell with Page



[49]

Protection Aura

A solid magical aura will encase a small or medium sized object...

Effect: Object - 1 day

Cost: Your Skin Turns Green

Renew: Four Day's Time



[44]

Cauldron Content

Change the contents of a cauldron or pot to any liquid of your choice...

Effect: Liquid within Cauldron

Cost: You Sweat Profusely

Renew: Kill a Witch



[47]

Landlubber Coral

A four foot growth of poisonous coral sprouts from the ground...

Effect: Create Coral - 1 hour

Cost: Saltwater Rain Falls

Renew: Be at Sea for Five Days



[50]

Ghostly Shackles

A ball and chain will appear on your ankle. It is extremely heavy...

Effect: Caster's Ankle - 1 hour

Cost: Hear Haunting Wails

Renew: Enter a Haunted Place



[45]

a Fool's Treasure

Create an illusory pile of loot and treasure directly behind yourself...

Effect: Illusion - 10 minutes

Cost: Coin Purse Disappears

Renew: Sleep on a Bed of Gold



[48]

the Clockwork Key

A mechanical key appears in your hand. It can open any door...

Effect: Unlock Door - Once

Cost: Awakens a Steam Sentinel

Renew: Fix a Broken Machine

Lore:

Galeron was once a mere Knight, driven from his estate by dark forces. When he could not reclaim his home with brute force, he bartered with the evil, gaining magical powers in return for his service. This tome is a collection of his studies and strange spell findings. After Galerons death, his squire tore the pages out and cast them into the easterly winds...

